

17 April 1971

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## 6 April 1971--DIPCON NEWS FLASH

Larry Peery, 750 I Avenue, Coronado, California 92118 (714-435-8803) announced today that recent announcements that the planned DIPCON in San Diego later this year had been cancelled were premature. "Plans for the DIPCON are very much alive," he said. Peery, who will serve as west coast coordinator of the event, announced that Walt Buchanan, R.R. 3, Lebanon, Indiana 46052, had agreed to serve as east coast coordinator. A steering committee consisting of local Diplomacy players has agreed to help plan the DIPCON.

Tentative events for the DIPCON, scheduled for the 25th to 29th of August, include a Diplomacy Tournament, an Avalon-Hill games Tournament, other war-gaming activities, and visits to local areas of interest: including The Western Behavioural Sciences Institute, the US Navy's Amphib Assault Base for a demonstration of naval assault techniques, and further tours of local military facilities. If attendance warrants, arrangements for tours of the San Diego Zoo, Sea World, etc. can also be arranged.

The primary need for a successful DIPCON at this time is to generate maximum attendance from all areas. Peery asked all those who might be interested in attending to contact either him or Buchanan. "A special effort is being made to get people from the east coast to attend. We are considering approximately 200 to be our attendance goal and we hope at least 100 of that number will be from the east coast. Plans can be made, if we know now, for car pools, group efforts for charters, etc. Two things are promised. First, a way will be found to get you here. Second, a good time when you get here."

Peery asked anyone on the east coast who would be willing to serve as a transportation coordinator for that area to contact him or Buchanan.

All those who think they might be attending are urged to let us know so we can start planning housing and other needs.

Remember, this DIPCON is your chance to meet all the Diplomacy people at one time and in one place. It might be your last chance.

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## ARCHIVES LISTING NO. 11 (some subzines and one-shots omitted)

1. ACELDAMA 1-13.(all)
2. ACHIRON 1-6.(current)
3. ADAG 1-2,34-56.(?)
4. AEOLUS 8.
5. ALBION 14-25.
6. ALLERA I, 5-6; II, 2.
7. ATAGEDONIA 1,25,34,37.
8. ASCRO ADDENDA 2-6.

9. ATLANTIS 1-38.(current) except 27.
10. AFRICA 1-5.(all)
11. AUL AULS! 1-10.(current)
12. BARAD-DUR 1-40,44,99/44 100ths.
13. BERSERKER 1a-f,2a-c,3a-c,4a-g,6,7,9a.(all) (1-5,8-10 in NUTENOR)
14. BIG BROTHER 1-100.(all)
15. BLESFUSU 1-23.(current) (8-11 in NUTENOR)
16. DER BRUDENBURGER 1-3,5-10.
17. BRAVE NEW WORLD 2-11,13-15.
18. BRODDINGHAG all but 2,4,6,8-10,12-13,21-22,24,28-29,47,49,52,65.
19. BRODDINGHAG-3 91-96,99,99.5,105,107.
20. BROTTES JRUUS 4.
21. CIRIEN UNCOL 1901-1908.(all)
22. COSTAGUMA II, 5-6; III, 7-16; IV, 1-7; V, 1-2.(current)
23. COSTA2 3,5-19.
24. COURIER 22A/B-24A/B.
25. DING DONG DIPEY 1-3.(current)
26. DIFLODUR I, 1-26; II, 1-13; III, 1-2; IV, 1-16 except 9.(current)
27. DIFLODUR 1-31.(current)
28. THE DIFLOMAT I, 27. (false)
29. DIFLOPHOBIA 1-78.(current)
30. DIPSOMANIA 1-16. (separate issue)
31. THE DISPATCH I, 1-2.(all)
32. DUNVEGAN 1.
33. DESERT 3,9.
34. EN PASSANT 1-10.(current)
35. FRENCH all thru 44.(current) except II, 2-3,8,8-10; III, 1-2,4.
36. EURLIA 1.
37. THE EXCHANGE 1-10.
38. FANTASIA 1-58. (not all separately published)
39. FRIGATE I, 1-3.(all)
40. GAMERS GUIDE 1-14.(current)
41. THE GAZETTE VII, 24-25.
42. GENIUS 1-6.
43. GLOCKOLA 1-2,4,14,20-22,24-26.
44. GLORY ROAD 1. (Cowan's 'zine)
45. GRAND FENWICK GAZETTE NO. 1, 2, 3.
46. GRUSTARK copies of 19,44,47-48,50-53,55-59,62-236.(current). Originals wanted of 1-13,20-43,45-46,49,54,60-62,100,116,142,152-54,156-161,172, 175-176,185-186,188-189,194.
47. GRUNDSTEIT I, 4.
48. HILGUMME III, 2-4,6-8,10; IV, 1,5-7; V, 3-4.
49. HALLOWEEN 1970 6-11M DIPLOMACY GAME (Grand Rapids, Michigan)
50. HOOSIER ARCHIVES 1-13. (current)
51. HOSTIGOS 1.1.9.
52. HYDROPHOBIA 1-31.(current) (not all separately published)
53. IF I, 1.
54. INTERNATIONAL ENQUIRER 12-13.
55. INTERNATIONAL MARGARER Dippy Forum: III, 1-12. (1-3 originals wanted)
56. THE JOURNAL 1-5.(current)
57. KADATE 1-6.(current)
58. KILLER 10.
59. KILLER 1-22.(current)
60. KILLER 1-2.(all)
61. KILLER GABIA I, 1-3.
62. KILLERS 1-5.(current)
63. KILLER 1-9.(all)
64. KILLERS OF GIGAREUSES 3-7,11,14.
65. KILLER 1-10.(all)

66. LEBENSBURG GAZETTE and...1-4.(current); LGBM 0, 1-7.(copies); LGBMDC 1-2, 4-7.(?); Pug 1,3-5.(?); LG 9-21.(all)
67. LONCHIE 2-9.
68. LONELY MOUNTAIN 1-55.(end) except 23 and 34.
69. LUBIAN 9(Boardman), 10,14.
70. LUSOVIA 1, 2,6-7,16-23,27.
71. LUSIF 1,5-10.(not in sTab)
72. LUSIF NOTES 6.
73. LUSIF U. 3.1-3.6.(all Series 3) (3.1-3.3 in NURENBERG)
74. LUSIF POLICY LETTER 1-3.(all)
75. LUSIF CHRONICLES 10.
76. LUSIF LION 1.
77. THE LUSIF DIPLOMACY BULLETIN II, 9.
78. LUSIF NOTES 23,28,30.
79. LUSIF 1-11.(current)
80. LUSIF BUREAU BULLETIN BOARD 1,3-8(2).
81. LUSIF I, 3-4; II, 1-2.
82. LUSIF 11,32-33. (not in sTab)
83. LUSIF DIPLOMACY I, 1-6; II, 1-6; III, 1-6.(current)
84. LUSIF 41-42.
85. LUSIF I, 3.
86. LUSIF II I, 1-3.(current)
87. LUSIF I, 2.5.
88. LUSIF I 1-4,6-7,10-21.(end)
89. LUSIF 1.(current)
90. LUSIF DIPLOMACY (formerly LUSIF'S COMMENTS) 9-27.(all)
91. THE LUSIF BUREAU GAZETTE 6-10,12-17.
92. LUSIF A, 305-407; B, 401,402,403,405,406-407; C, 401, 402,403, 405-407,408; D, 404-405; E, 403-405,406; F, 401-403,404.
93. LUSIF DIPLOMACY I, 1-5; II, 1-11,13-16; III, 1-2.(current)
94. LUSIF DIPLOMACY 1-4.(all)
95. LUSIF'S REPORTS (EROB. 17-18)
96. "LUSIF" DIPLOMACY I, 1-8.
97. LUSIF all thru 41 except I, 1-2; II, 3,5-10,15,17; #23-24,26,39-40.
98. LUSIF 23,32,35(in GRM. 55),38-40.
99. LUSIF 1-13.(current)
100. SCHOOL DAYS 1-9.(current)
101. SHERIDAN 1-73.(current)
102. SHAW!! I, 1-18; II, 1-4.(current)
103. SIBIRIAN (THE SIBIRIAN) 1-4.(.5,.75,1.5)
104. sTab 1,5,9,11-17,19-20,49-67.
105. STRATEGY & TACTICS all Diary columns thru #20 and #24-25.
106. SUPERMAN 1-15. (separate issues)
107. SATEMATER CANYON DAILY BUGLE 1-4,6-7,9-11.
108. THE SWISS VARIETY 1-2.(all)
109. THINGOROOTHEM I, 0,60,2,4,7-8.
110. TRAFFIC 11,13,65. (not in sTab)
111. TUNERS 1,3.
112. T.S. 1-3,19,21-23.
113. UTOPIA 2-9,11-31.(current)
114. VIBELLA 1-15. (all separate issues)
115. VIBELL CHOC, LTD. I, 8-11,13-15.
116. VERY VICTORS 1-5.(all)
117. THE VOICE II, 1,3; III, 1-5,8,10; IV, 4-5; V, 1-3.
118. THE WAREHOUSES WEEKLY JOINT 7-8.
119. WED. W. WEEKLY 1,35,42,43,54,60,101,103,124,139,141.
120. WIFE W. WEEKLY 1-15.(current)
121. XEROGRAPH II, 2-5(?),5.5,7.5,11; III, 6.5,7,8.5,9-12.(10.5) (current)
122. YOGHURTS 2-20,22-30.(current)

## PRINCIPLES OF ALLIANCES (Conclusion)

by Eugene Prosnitz

If you're involved in a three-way alliance against one country, it is always essential to consider what is going to happen after that country is defeated. If you are likely to be left "the man in the middle," it may well be to your benefit not to enter the original alliance. For example, suppose that Italy, Austria-Hungary, and Russia get together and wipe out Turkey. A strong possibility exists that afterwards Russia and Italy will crush Austria between them. The same could be said of a situation in which France, Germany, and Russia all fight England. Germany may afterwards be caught in the middle between France and Russia.

However, sometimes other factors outweigh the position of the countries on the board. In one game currently in 1902, I've been offered a chance to join in an alliance which would probably result in my being one of the last three remaining powers. However, I'm highly dubious about it because the other two players are close friends and fellow students at the same college, and I think I'd be likely to finish third under this arrangement. (My understanding of the game is that you're supposed to play to win or tie, or to stop anyone else from winning. This topic will be covered in great detail in a later article.)

When you're part of a multiple alliance, you should watch the other players' builds very carefully, as this is usually the best indication of their future intentions.

When you are involved in an alliance with one person who rates to be your principle ally, possibly throughout the entire game, the situation is different. Now you should hope that he gets as strong as possible, so that he can actively assist you. The best way for an alliance to remain stable is for the two allies to expand at equal strength. If one of the partners becomes clearly the strongest player on the board, his ally, realizing this, may now switch sides and get everyone else to team up against the leader. On the other hand, if the allies remain equal, neither one has this incentive to break the alliance. Each player feels he can either play to a tie, or go on for a win at the very end, after he and his partner have already acquired 15 or 16 supply centers apiece.

One final item: While it is usually advisable to keep your allies informed of your general strategy, there's no point in telling them your proposed moves, unless it specifically concerns them. In a game in which I'm playing France, I am allied with Russia against England and Germany. I recently had a guess as to whether to attack London or Belgium. There was no point in telling Russia in advance which I was going to do, since he was not nearby and the knowledge wouldn't affect his moves. Even though I felt he was about 95% trustworthy, why take the chance that your ally will double-cross you and tip off your moves to the enemy. You can always tell him that you haven't decided yet.

Of course, if your ally needs to know your moves to plan his own strategy, the above doesn't apply. Even here, where your ally and your enemy are from different areas, you can time the letter so that your ally gets it just in time to help him plan his own moves and send them in, but too late for him to tip off your enemy before the deadline.

To sum up, I believe in being a faithful ally, and in playing to benefit my ally as well as myself. However, I also believe in being cautious, and in making sure that an alliance is a stable and equal partnership.

(The other two articles in this series, "Alliance Breaking, Double Crossing, and the Balance of Power" and "Correspondence in Postal Play" will appear in Hoosier Archives No. 14 and 15, respectively.)